

INFORMATIONS



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taldius.github.io

SKILLS

GAME ENGINES: Unity, Unreal Engine

Adobe, Affinity, Blender

DOCUMENTATION: Microsoft Office, G-Suite

LANGUAGE: French (native) **English (proficient)**

INTERESTS

VIDEO EDITING & STREAMING: YouTube videos, TikTok, Twitch

SPORT:

Skateboarding, Bicycling

VIDEO GAMES:

Mascot platformer, MOBA, Versus fighting, J-RPG

MOVIES & TV SHOWS: Kaijuu, Horror, Science Fiction, Anime, Comedy, Superhero



ANTOINE SEMBLAT

Technical game designer



WORK EXPERIENCE

Dec 2016 - Present Game designer & Developper

Open Mind Neurotechnologies, Caen

VR biometric experiences and mobile / WebGL apps

Sep 2015 - Dec 2016 **Developper & artist**

Freelance, Paris

Video games, websites and prints

Sep 2013 - Dec 2013 Trainee game designer

POLM Studio, Angoulême

Wake Up The Djinns, Maya Wars and Origami Challenge

Jan 2013 - Sep 2013 Game designer

Pixel Perfect Team, Paris

Project Faya

Jul 2012 - Dec 2012 Trainee game designer

POLM Studio, Angoulême

Dandelion: Chain of Seeds and Hell Yeah! Pocket Inferno



EDUCATION AND QUALIFICATIONS

Master of video games Dec 2013 - Jul 2015

IIM (Institut de l'Internet et du Multimédia), Courbevoie

Marketing and project management in video games

Sep 2009 - Jul 2012 Bachelor of game design

ICAN (Institut de Création et d'Animation Numérique), Paris

Game design, level design, 2D & 3D art and programing

Sep 2005 - Jul 2008 High school diploma

Lycée Albert Camus, Bois-Colombes



PERSONAL PROJECTS

Sonic Revert, Unity

Online multiplayer Sonic racing fan-game 200k+ views and 150k+ played sessions

Home Trip, Unity

Online co-op road trip game

Klonoa: The Dream Chapter, Unreal Engine

Reiminagining of Klonoa with a 3D gameplay

Le Manoir de l'étrange, Unity Spooky investigation game set in a manor

35+ game jam projects, Unity Global Game Jam, Ludum Dare, and others